

ELECTRONIC**PAPERBOY****LCD VIDEO GAME****1 THE PAPER BOY 2 STORY**

It's early morning and the birds are singing. The familiar "twap!" could only mean one thing—the PAPER BOY is in town. Through sleepy eyes, you deliver newspapers to your loyal customers. While this may sound like an easy job, you'll need to use all your riding skills just to survive your route through the jungles of suburbia.

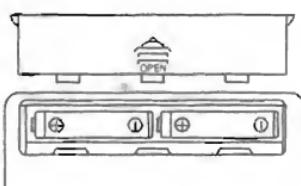
At the end of each day, your hard-nosed boss reviews your performance. If you did well, you get to wake up bright and early the next day and make your rounds again. If you didn't make the grade, maybe there's a job for you down at the local fast-food restaurant!

2 INSERTING THE BATTERIES

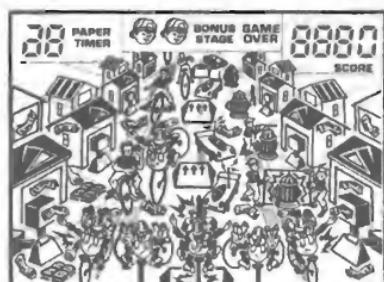
To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)

Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.

Do not use rechargeable batteries.



After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as in the diagram below.



3 CAUTION



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

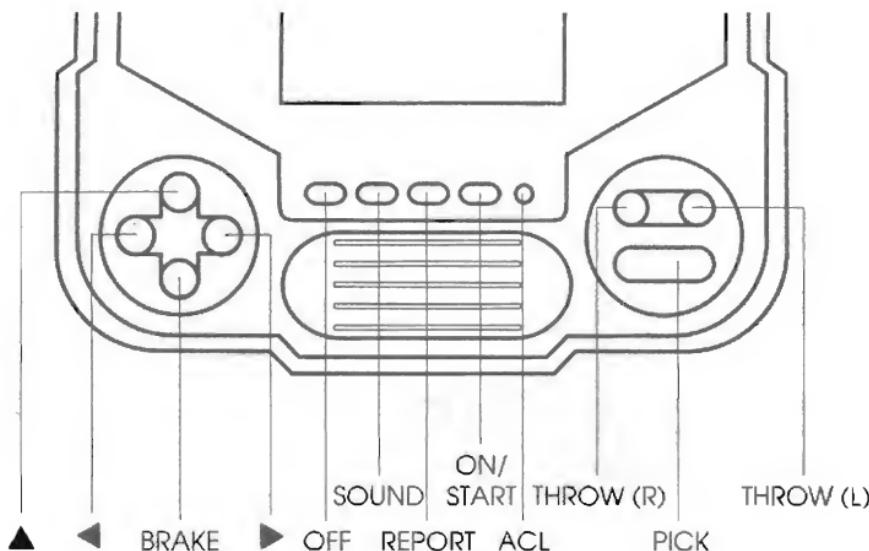
4 THE OBJECT OF THE GAME

You are a paperboy extraordinare! Your objective is to deliver as many newspapers as you can! However, if you miss 5 or more deliveries in a day, then you're fired and the game is over!

Being a paperboy isn't easy! You begin the game with 3 lives. Each time you crash into an obstacle, you lose a life! If you lose all 3 of your lives, the game is also over!

You WIN THE GAME if you can successfully deliver papers for all 7 days of the week!

5 CONTROL GUIDE



ON/START	—To turn on the unit. —To start the game. —To start each stage.
REPORT	—To check the daily report at the end of each day.
SOUND	—To control sound: on or off.
OFF	—To turn off the unit after play.
THROW (L)	—To throw newspapers to the left.
THROW (R)	—To throw newspapers to the right.
PICK	—To pick up an extra bundle of papers.
“▲”	—Press to speed up your bike and release the button to slow down
“◀”	—To turn your bike left.
“▶”	—To turn your bike right.
“▼”	—To brake your bike.

6 FEATURES

- 7 days of deliveries
- 40 possible subscribers
- bonus stage
- extra bundles of newspapers
- paper count display
- daily report button
- built-in melody
- sound on/off control
- high score retained
- built-in automatic power-off timer

7 GAME SUMMARY

Deliver as many newspapers as you can! You'll score points for each successful delivery! You can throw papers into a subscriber's paperbox, onto a subscriber's porch, or into a subscriber's 2nd floor window! You can also throw papers into a non-subscriber's house or into a non-subscriber's 2nd floor window!

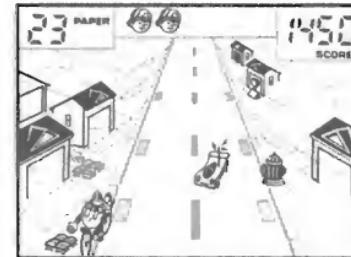
There are 7 possible working days! However you have to be skilled to avoid getting fired! You'll be fired and the game ends if you miss 3 or more deliveries on any day!

You begin the game with 3 lives. But being a paperboy is risky business! There are many obstacles on your path! Each time you crash into an obstacle, you lose a life. The game also ends if you ever lose all 3 of your lives due to crashes!

You WIN THE GAME if you can deliver papers for all 7 days of the week.



Dodge all obstacles! Throw newspapers into as many houses as you can to score points! Subscribers have paperboxes. Non-subscribers don't. Subscriber houses score you more points!



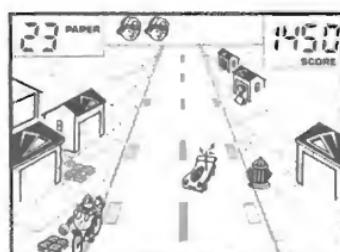
Pick up extra bundles of newspapers! You score more points and increase your number of newspapers!

You begin the game with 3 lives. But being a paperboy is risky business! There are many obstacles on your path! Each time you crash into an obstacle, you lose a life. The game also ends if you ever lose all 3 of your lives due to crashes!

You WIN THE GAME if you can deliver papers for all 7 days of the week.



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Pick up extra bundles of newspapers! You score more points and increase your number of newspapers!



Use the jumping platform to jump up! At the time of jumping, throw papers into 2nd floor windows—and score more points!



If you manage to finish a stage (a day of deliveries) without losing a life, you advance to the bonus stage! On bonus stages, the timer will count down from 20 to 0! In this given time, hit and knock down as many paperboxes as you can for extra points!

8 HOW TO PLAY

Press the ON/START button to turn on the unit. You'll hear an "On" beep and the highest score retained is displayed.

Press the ON/START button again to start the game from stage 1! Stage 1 (-1) is displayed. You begin of course, with zero points. You also begin with 10 newspapers and 3 lives.

As you ride your bike, you want to steer clear of obstacles! When you crash into an obstacle, you lose a life! If you ever lose all 3 of your lives, the GAME IS OVER.

You also lose the game if you miss 5 or more deliveries on any day! At the end of such a day (at the end of the stage) you'll be fired and receive a GAME OVER.

There are 7 stages. Each stage refers to a day of the week. Your goal is to try to deliver papers for all 7 days of the week!

There are a total of 40 houses. You start your first day (Monday) with 10 subscribers. If you don't miss 5 deliveries or use up your 3 lives, you'll be able to move on to stage 2 (Tuesday). You'll move on to the other days just so long as you never lose your 3 lives—and if you don't have as many as 5 misses on any day!

Each time you're able to move on to the next stage day, you automatically gain 5 new subscribers! So if you do well the first six days, you will have all 40 houses as subscribers!

Your obstacles will vary from day to day:

OBSTACLE	ST. 1 (MON)	ST. 2 (TUE)	ST. 3 (WED)	ST. 4 (THU)	ST. 5 (FRI)	ST. 6 (SAT)	ST. 7 (SUN)
MONOCYCLE	YES						
REMOTE-CONTROL CAR	YES						
FIRE HOSE	YES						
BROKEN GLASS	-	-	YES	YES	YES	YES	YES
JUMPING PLATFORM	YES						
NO. OF SUBSCRIBERS	10	15	20	25	30	35	40

NOTE: MOVING OBSTACLES (MONOCYCLE, REMOTE-CONTROL CAR AND BROKEN GLASS MOVE FASTER LATER IN THE WEEK (ON HIGHER STAGES).

Control your bike and deliver papers by making the right moves!

PRESS:

THROW (L) to throw newspapers to the left.
THROW (R) to throw newspapers to the right.
PICK to pick up extra bundles of newspapers.
"▲" press to go faster; release the button to slow down.
"◀" to turn your bike to the left.
"▶" to turn your bike to the right.
"▼" to brake your bike.

Your bike moves at a basic speed. But as your controls indicate, you can speed up and slow down. You can brake—but only for a short while!

You can only deliver papers into 2nd floor windows when the JUMPING PLATFORM appears! Ride over the JUMPING PLATFORM to jump up to the 2nd floor! As you jump up, throw your paper through the window at the same time!

You'll score more points for delivering papers to subscribers than for delivering papers to non-subscribers.

SCORING:

THROWING A PAPER INTO A SUBSCRIBER'S PAPERBOX	20 POINTS
THROWING A PAPER ONTO A SUBSCRIBER'S PORCH	10 POINTS
THROWING A PAPER INTO A NON-SUBSCRIBER'S HOUSE	10 POINTS
PICKING UP AN EXTRA BUNDLE OF NEWSPAPERS	10 POINTS
THROWING A PAPER INTO A SUBSCRIBER'S 2ND FLOOR	40 POINTS
THROWING A PAPER INTO A NON-SUBSCRIBER'S 2ND FLOOR	20 POINTS
HITTING A PAPERBOX IN THE BONUS STAGE	20 POINTS

Each time you manage to complete a stage without losing a life, you are awarded a BONUS STAGE! On a BONUS STAGE, the timer will count down from 20 to 0. In this given time, score BONUS POINTS by throwing newspapers to hit and knock down as many paperboxes as possible! For bonus stages, you have an unlimited number of newspapers!

However, it's only during bonus stages that your supply of newspapers is unlimited! During the regular 7 stages of play, try to PICK UP EXTRA BUNDLES OF NEWSPAPERS when they appear! When they appear, move to the LEFT position of the screen and press the PICK button to pick up the EXTRA BUNDLE!

During the game, your score and paper count (the number of newspapers you're carrying) is displayed. You can carry a maximum of 29 newspapers! (except, of course, for bonus stages, when your newspaper count is unlimited!)

The game pauses at the end of each day. Press the REPORT button to read your daily report! Your daily report will tell you how many deliveries you missed! Remember—5 missed deliveries and you're fired!

Press the ON/START button to begin the next day of deliveries!

You also press the ON/START button to begin a new game from stage 1 (Monday) after a GAME OVER.

Press the SOUND button at any time to deliver papers in silence! Press it again to regain all the sounds of your paper route!

Press the OFF button when you're finished playing to shut off your unit. But don't worry if you forget! Your unit shuts itself off automatically after about 3 minutes of non-use!

Remember, you WIN THE GAME if you can successfully deliver papers for all seven days of the week!

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what is the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

10 90-DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to **TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.**

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address
**TIGER ELECTRONIC TOYS,
REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA.**

Also, don't forget to show your return address.

- 3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$12.00 payment for the repair service.